Web 2.0 Narrative

The Web 2.0 assignment in ED 505 allowed me to learn about and use a variety of different technology programs. I learned how to properly create, use, and navigate these programs and now understand that being familiar with technology like this is a must in today’s society. The world is changing and technology will continue to play a major part in this change. The Web 2.0 assignment also reminded me of why technology must be modeled in an orderly fashion to ensure the both teachers and learners are able to easily find, navigate, and communicate when using a technology product. Technology is only useful when it is properly executed and detailed. This assignment brought me to the realization that technology now and going forth in the future will be a major part of communication. The Web 2.0 assignment is fluent with relevant information, easy to locate, understand, operate, and it can be used as a resourceful tool in collaboration with other relevant technology tools.

The Web 2.0 assignment inspires student learning and creativity because it presents a variety of technology tools that any student can use including Glogster and Animoto. Both previously mentioned technology tools can be used in a variety of ways while allowing the students to be completely creative with how the content is presented. All technology aspects of the Web 2.0 assignment foster collaboration because they all can be used to help students work together. They are easily accessible and fairly simple to navigate as well. Students don’t even have to be together to collaborate using the technology programs used in the Web 2.0 assignment. The technology used in the Web 2.0 assignment is very flexible and is an excellent platform for innovative thinking. It has more than enough tools for students who wish to address more serious issues or problems while maintaining creative control over the technology tool. All tools in the Web 2.0 assignment can be used in any way students deem necessary.